

1-13. (canceled)

14. (previously presented) A method replaying a portion of a communication, comprising the steps of:

establishing a connection between first and second end nodes;

receiving, at a buffering module in the connection remote from the first and second end nodes, a communications signal sent from the second end node to the first end node;

maintaining in a memory a segment of the communications signal that was transmitted through the buffering module immediately previous to present time;

receiving at the buffering module a request to retransmit at least a portion of the segment of the signal;

retransmitting from the buffering module to the first end node the portion of the segment; and

further comprising the step of, after retransmitting the portion of the segment, transmitting the signal to the first end node beginning at a point immediately subsequent to the portion of the segment.

15. (currently amended) ~~The method of claim 1,~~ A method replaying a portion of a communication, comprising the steps of:

establishing a connection between first and second end nodes;

receiving, at a buffering module in the connection remote from the first and second end nodes, a communications signal sent from the second end node to the first end node;

maintaining in a memory a segment of the communications signal that was transmitted through the buffering module immediately previous to present time;

receiving at the buffering module a request to retransmit at least a portion of the segment of the signal; and

retransmitting from the buffering module to the first end node the portion of the segment; and

~~further comprising the step of,~~ after retransmitting the portion of the segment, transmitting the signal to the first end node beginning at a point in the signal received from the second node at present time.

16-29. (canceled)